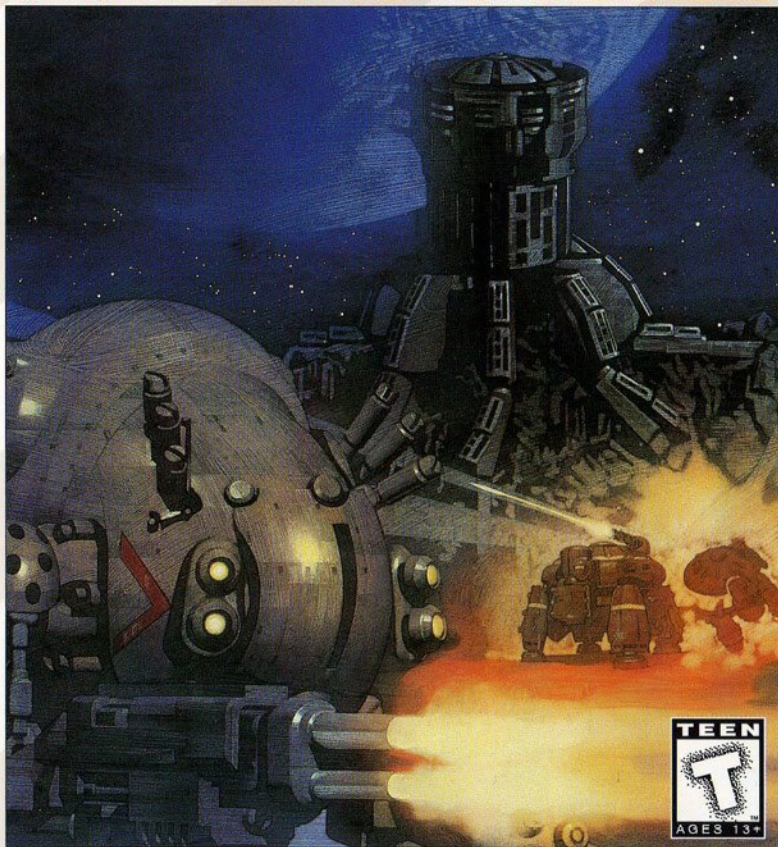


LOOK FOR ROBOTICA™



ROBOTICA - MANKIND'S
LAST HOPE!



RAGE AGAINST
THE ROBOTS!



"LAUNCH COMMENCES
IN 3, 2, 1..."

SUNSOFT



CYAN®

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SEGA™



SEGA SATURN™

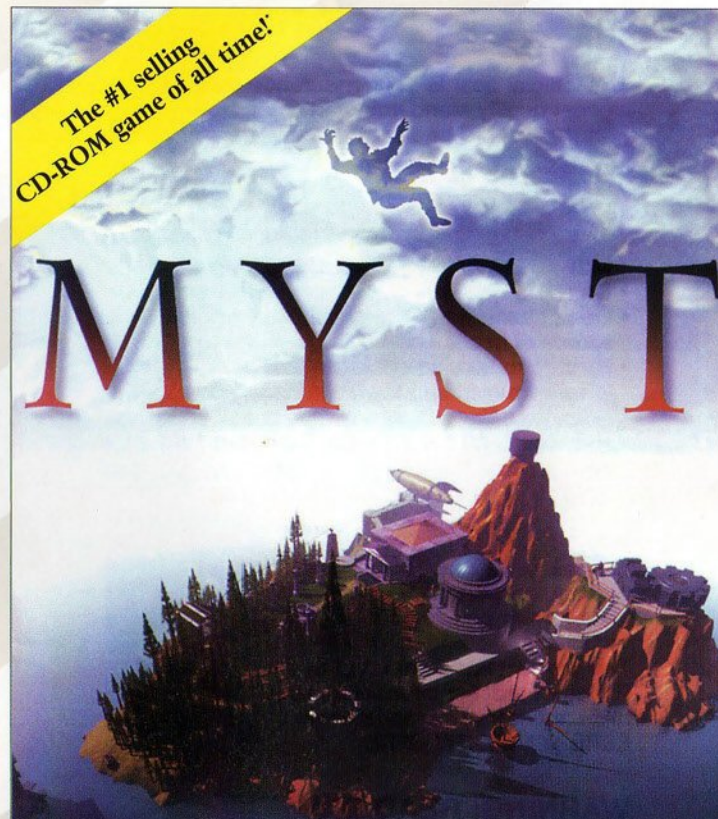
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The #1 selling
CD-ROM game of all time!

MYST

The Surrealistic Adventure
That Will Become Your World



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM





This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

HANDLING YOUR SATURN DISC

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

WARNING: READ BEFORE USING YOUR SEGA™ VIDEO GAME SYSTEM.

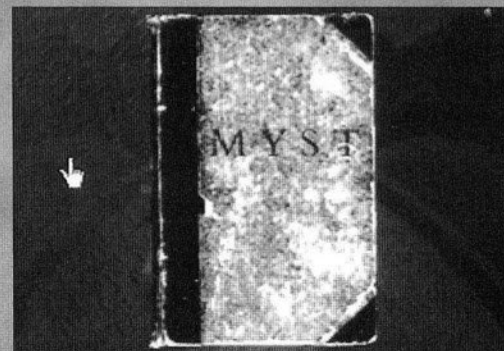
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions- IMMEDIATELY discontinue use and consult your physician before resuming play.

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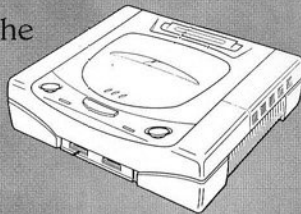
One day you discovered it by accident—an old yellow book with the word “Myst®” inscribed on its cover. You opened it up, wondering what could be inside. It was a journal, describing a mysterious island world in meticulous detail. As you read obsessively, unable to put the journal down, you found yourself drawn into the surrealistic world of the island. Myst® Island. It was so real! Almost as if you were really there...

All the things you see and all the strange experiences you have on the island are keys to unlocking the puzzle of Myst®. You are the only one who can get to the bottom of the evil plot threatening to destroy this and other worlds. Use all your imagination and powers of logic to discover the truth and solve the mystery.



GETTING STARTED

1. Turn on your Sega Saturn™
2. Load your MYST® CD into your Sega Saturn™ as described in its instruction manual. Plug a Control Pad into port 1 of the Sega Saturn™.
3. When the title screen appears, press the START BUTTON. After a brief opening demo, the game will begin.



This game is for 1 player only.

PLAYING THE GAME

MOVING

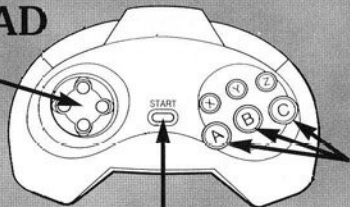
In the world of Myst® you use a hand-shaped cursor to move around and to manipulate objects. Moving around in MYST® is very intuitive. Use the Directional Button on the Control Pad to move the cursor around the screen. It will turn into a pointing hand if you can advance in that direction. Press the A, B or C BUTTON to advance in the direction the finger is pointing.

Some places are not accessible. When you use the A, B or C BUTTON in these places nothing will happen. This lets you know there is nothing important for you to find in that location.

GAME CONTROLS

CONTROL PAD

D-PAD = Moves pointing hand cursor



Start Button = Start game/
Pause for options menu.

A, B & C = Move
and manipulate
objects

MANIPULATING OBJECTS

As you progress through the game, you will discover various objects such as switches, doors and other items. Move the cursor to the object and press the A, B or C BUTTON to examine it. If the object is important, doing this will activate it or allow you to manipulate it. If nothing happens, this usually means that the object is not important.

You can also grab and pull levers and other objects. When the cursor is shaped like a grabbing hand, press the A, B or C BUTTON to grab the lever. When the cursor changes to a fist, keep the button held down and move the cursor to pull the lever.

You can pick up and carry some objects. When you move the cursor to one of these objects and press the A, B or C BUTTON, the cursor changes to show that you are holding something. You can usually put objects back down by moving the cursor to the spot where you picked up the object and pressing the A, B or C BUTTON.

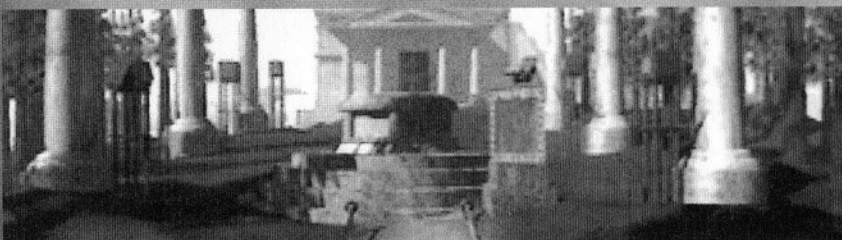
The shape of the cursor can change depending on the type of object you pick up or move, but the basic operations are the same.



GUIDE TO THE WORLD OF MYST®

You have suddenly found yourself in the world of Myst®. You have no idea what kind of place it is or what you do from here on. First, explore ALL the locations that are accessible to you: the planetarium, the spaceship, the giant gears, etc., and the many books in the library. Note all the details you can. All the things that exist in the world of Myst® have meaning, so take careful note of everything you see and hear...

As you learn more, your ultimate goal will become clear. Curiosity and careful thinking are your best weapons as you explore Myst®, a world totally unlike anything you have ever experience before.



THE WORLD OF MYST®

1. DOCK

This is where the game begins. In front of you is a flight of stairs...

2. GIANT GEARS

These are located at the top of the stairs which you can see from the dock.

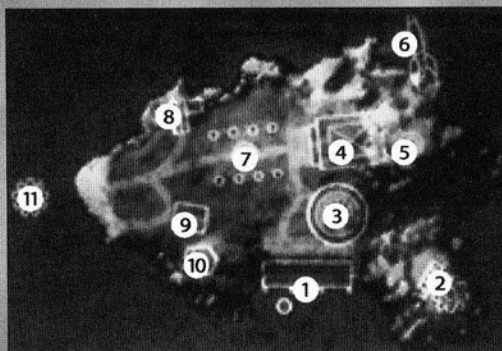
3. PLANETARIUM

The dome-shaped rotunda located at the top of the stairway to the right.

4. LIBRARY

The building to the right of the planetarium.

5



It's a good idea to thoroughly examine the library first before moving on elsewhere.

5. OBSERVATORY

The tower at the top of the mountain behind the library. It will be a very important base for you before the end of the adventure!

6. SPACESHIP

The strange craft located at the bottom of the slope next to the library.

7. PILLAR WALKWAY

The area in front of the library. In the center is a small basin, and pillars line each side.

8. GENERATOR

The brick building past the end of the pillar walkway, to the right. A power line strung along a series of brick supports runs parallel to the walkway, connecting up with something in the distance.

9. LOG CABIN

This is located in the foliage to the left of the walkway, opposite the generator.

10. GIANT TREE

The huge tree rising from a brick platform behind the log cabin.

11. CLOKTOWER

This is located past the end of the pillar walkway, on a gear-shaped platform offshore.

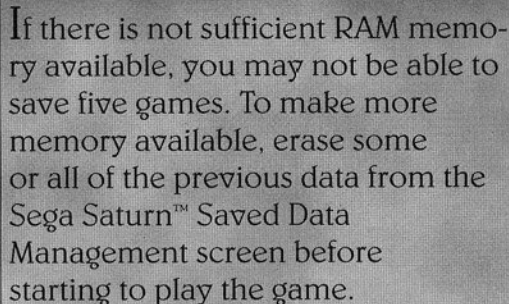
MENU/ OPTIONS SCREEN

Press the START BUTTON during the game to bring up the menu screen. There are some locations in the game where the Menu screen is not accessible. These are the items you'll find on the screen:

SAVE ITEM

Saves your progress up to that point in the game to the backup RAM. You can save up to five games each to the Sega Saturn™ RAM and the Power Memory Cartridge (sold separately). When the Power Memory is connected to the cartridge slot, first select which RAM you wish to use.

6



Note: Turning the power off will not clear the memory OR your saved game.

LOAD ITEM

Lets you start the game from a saved location. If the saved location is on Myst® island, the game begins from the library. If the saved location is elsewhere, the game begins from, the respective starting point of that location.

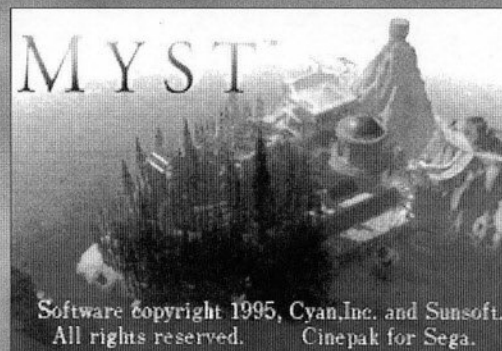
GAME SETTINGS

Speed: Lets you adjust the speed of the screen change from the default setting of 1 (slowest) up to 5 (fastest).

Brightness: Lets you adjust the brightness of the screen. 1 is the darkest and 5 is the brightest. The default setting is 3.

Cursor Speed: Lets you adjust how fast the cursor moves, from 1 (slowest) up to 5 (fastest). The default setting is 3.

If you get stuck trying to decide what your next move should be, explore your location with the cursor and you may find something. Think carefully about the places you've already been and the things you found there, and the information you already know, and try to work out how you can use this information. Carefully scrutinize everything you see and you'll be able to progress. Make sure you write down all the numbers and symbols you see, as they are clues.



Note: Pressing the START BUTTON while also pressing A + LEFT + RIGHT buttons on the Title Screen will enable you to see The Making of Myst®.

Notes

This image shows a single sheet of white paper with horizontal blue or grey ruling lines, typical of notebook paper. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

Notes

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